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TOY HEADQUARTERS

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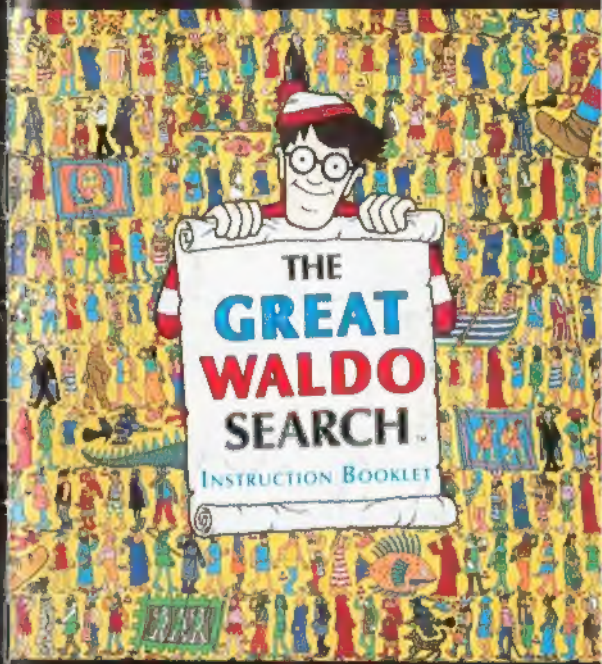

THE GREAT WALDO SEARCH™

INSTRUCTION BOOKLET

T•HQ, Inc.
TOY HEADQUARTERS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

THE GREAT WALDO SEARCH

Thank you for adding **The Great Waldo Search™** to your video game library. We hope you enjoy many hours of entertainment as you explore our "video pages" looking for the elusive traveler. Remember, every time you begin a new game our hero will be hidden in a new place! Every game is a new experience!

Please take the time to read this instruction manual. This will allow you to thoroughly enjoy the challenges and adventures that await you! For our younger players, be sure to read about the special Parent Feature. We truly hope you have a pleasurable time with **The Great Waldo Search™** for the Super Nintendo Entertainment System!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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A FRIEND IN NEED . . .

It seems that Waldo's good friend, the wizard Whitebeard, has lost five magic scrolls in the Realms of Enchantment. He asks Waldo if he can locate the scrolls for him before it's too late!

Well, our globetrotting hero can't resist a challenge, so he takes his trusty canine companion Woof along on their new adventure! Now it's up to YOU to spot Waldo and the missing scrolls as well as bonus points and much more! So keep a sharp lookout for fun in this colorful fantasy for the whole family!

LET THE QUEST BEGIN . . .

Insert the The Great Waldo Search game pak into your Super Nintendo Entertainment System and turn the machine on. Press **Start** to begin the game. You are given the choices: Normal level, Expert level and the Super Waldo Challenge.

The Normal mode is for beginners. The objects are easier to find because they are more exposed. The Expert mode has the same objects, but they are harder to locate because they are partially hidden or obscured by the background.

If you decide to try the Super Waldo Challenge first, watch out, there are more Waldos here then you've ever seen before.

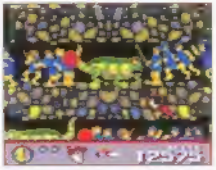
LET THE SEARCH BEGIN

If you have chosen either the Normal or Expert difficulty level, you can choose which of the 4 areas to begin your search. The areas are:

Land of the Gargantuas

Water Monks vs. Fire Druids

Kingdom of the Carpet Flyers



The Enchanted Underground

You can choose any of them in any order you wish by using the control pad to move left or right and then pressing the A Button when the picture from the realm you wish to visit appears in Whitebeard's crystal ball. The clock starts running when you arrive at each level, so search quickly!

THE CONTROLS

CONTROLLER #1

Start Button : Pause/unpause the game.

Start and Select : Reset the game to the very beginning!

A or B Button : Press to collect items and people from the screen. Also use to make selections from Whitebeard's crystal ball.

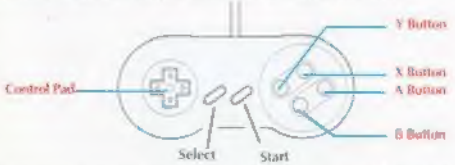
Control Pad : Moves magnifying glass up, down, left and right across the screen. Control pad is also used to toggle between choices on the crystal ball.

CONTROLLER #2

***Special Parent Feature!** For those of you who wish to assist young players on their search for Waldo and the magic scrolls, we offer these helpful tactics. Make sure both controllers are inserted into the Super NES before beginning the game. If the person you are playing with needs assistance, take controller #2 and use as follows:

A Button : Forces the movement to the screen containing Waldo, then the screen containing the magic scroll then the screen containing Woof. This happens only when the A Button is being held.

B Button: If the player just needs a little extra time to complete the search, press the B Button to turn off the time function.



*However, by activating the Parent Feature the Game will require that Woof be found in order to complete the level.

WHAT TO LOOK FOR . . .

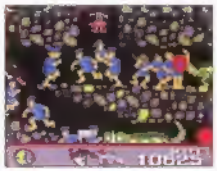
Scrolls : You need to find a scroll in each level in order to complete your search.

Clocks : Get bonus time and points for every clock you obtain! Look for special clocks in the expert level (See Notes section)

Point Markers : Small plates with scores on them will add to your total point score by collecting them.

Woof : When you find Waldo's dog you will be taken to a bonus round. You'll see him flying a magic carpet over a fantastic cityscape. Grab all the bonus points you can by maneuvering the carpet with the control pad. You'll return to the level you were searching after the bonus round is completed.

Waldo : Well, what would this game be called if you weren't looking for you-know-who? You need to find Waldo (and the scroll) in each level to graduate to the next one.



SPECIAL GAME NOTES

• When playing in either the Normal or Expert games, you will return to the Selection Stage after successfully completing each search. You can choose which level to try next. After completing the first four searches, you automatically go to the Super Waldo Challenge! This is the last (and most difficult) puzzle! In the Land of the Waldos, you start by looking for the Waldo that is missing a shoe . . . Try to complete the challenge five times for a "quick game" score. Do this if you don't have the time to play a complete game.

• TIME. Because time is of the essence, you must complete the search in each level before the clock runs out. Collecting hidden clocks throughout each level buys you some extra searching time. If you run out of time, you will see a lose screen and your points will be tallied up. If you wish to keep playing a continue feature returns you to a new game.

• If you return to play after a loss, an extra clock will be awarded to you (to give you just a little more time).

• In the Expert game there are special clocks that freeze the action of the main game to give you a bonus item to search for. There is a written clue to this item that appears on the screen. Look carefully!

Once again, good luck on your search for the magic scrolls!

LIMITED WARRANTY

90 DAY LIMITED WARRANTY:

T+HQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T+HQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T+HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the T+HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight-prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T+HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90 day warranty period, you may contact the T+HQ, Inc. Consumer Service Department at the phone number noted. If the T+HQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T+HQ, Inc., enclosing a check or money order for $10.00 payable to T+HQ, Inc. T+HQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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WALDO NOTES